

CI 1843 B Bryan

First name: Blake

Last name: Bryan

Q1:

develop a new framework

Q2:

include an r18+ rating for video games. This would then be consistent with the movie industry so parents can make informed decisions about what to buy their kids

Q3:

no - technology platforms change. do not make classifications only for iphones or only for consoles. 1 scheme. easy. its hard enough as it is informing parents about the classifications

Q4:

no

Q5:

no

Q6:

no. market penetration is not a sign that you need to classify

Q7:

no

Q8:

possibly - its very hard to listen and go through all cd's and books to classify in this way.

Q9:

no

Q10:

no

Q11:

content

Q12:

a sign in system

Q13:

Parents

Q14:

it is controlled fine now

Q15:

all content should have a sticker advising classification

Q16:

you should not ask us to define your roles

Q17:

follow the same classifications as movies. why make it different for video games

Q18:

childrens games

Q19:

classification of small developers and independent studios should be subsidised.

Q20:

M15 causes confusion as repeatedly games get classified as this while in the Us they are r18

Q21:

R18

Q22:

use the same format - you answered your own question here

Q23:

yes

Q24:

nothing

Q25:

no

Q26:

austrlia wide. national advertising campaign

pamphlets to parents so they understand what they mean

Q27:

r18

Q28:

yes

Q29:

r18+

Other comments: